

Modulation

part 1

by Erol Seke

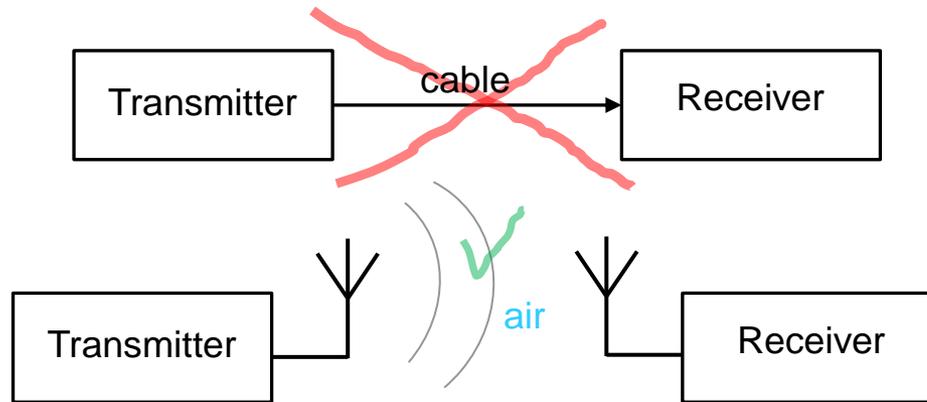
For the course “[Communications](#)”



ESKİŞEHİR OSMANGAZI UNIVERSITY

Initial Problem : Carry message signal over distances without using cable

The Solution : Radiate its electromagnetic wave through air and pick this up at the receiver locations



Resulting Problems :

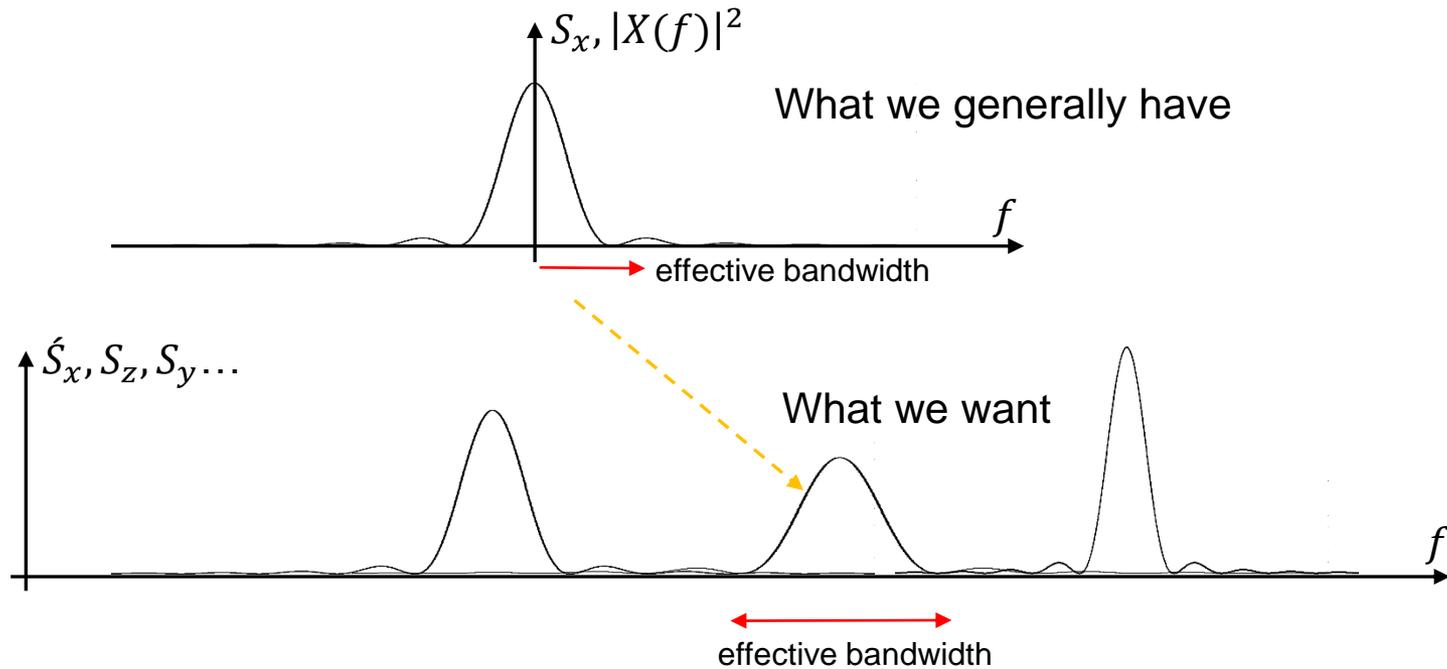
1. There can only be one EM-wave in the air since the receiver(s) pick(s) up all.
2. Transmitter antenna must be very long when message signal has low frequencies.

Hints : EM-spectrum is much larger compared to effective bandwidth of the signal. So, the spectrum can be shared by multiple transmitters, but all baseband signals are initially have the same/overlapping frequency band.

Solution : Move frequency bands of the signals to unused spectrum area.

How : modulation

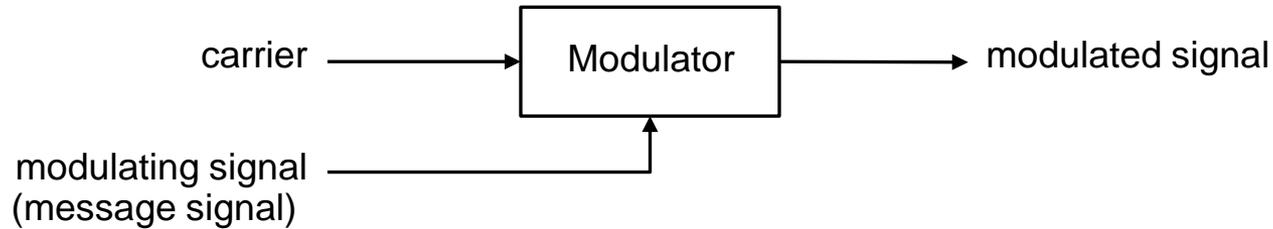
Example



So that, the receiver can extract the signal using filters.
Inherently, one media can be used by multiple message signals,
albeit some interference from neighboring signals.

Modulation

Modulation : “controlling a physical quantity using another physical quantity”



How : Change one or more properties of EM-wave by the message signal

The diagram shows the equation $\psi(r, t) = A \cos(kr + \omega t + \varphi)$ with dashed orange arrows pointing from labels to parts of the equation: "modulated signal" points to the entire equation; "carrier" points to the cosine function; "Polarity" points to the coefficient A ; "Amplitude" points to A ; "Frequency" points to ω ; and "Phase" points to φ .

$$\psi(r, t) = A \cos(kr + \omega t + \varphi)$$

Labels with arrows pointing to the equation: modulated signal, carrier, Polarity, Amplitude, Frequency, Phase.

Possible Changes

$$y(t) = A \cos(\omega_c t + \phi)$$

Vary this with the message, you get Amplitude Modulation (**AM**)

If there are finite number of amplitude values, it is called Amplitude Shift Keying (**ASK**)

If both amplitude and phase modulation are used at the same time, it is called Quadrature Amplitude Modulation (**QAM**)
Digital version is also called QAM.

Vary this with the message signal, you get Phase Modulation (**PM**)

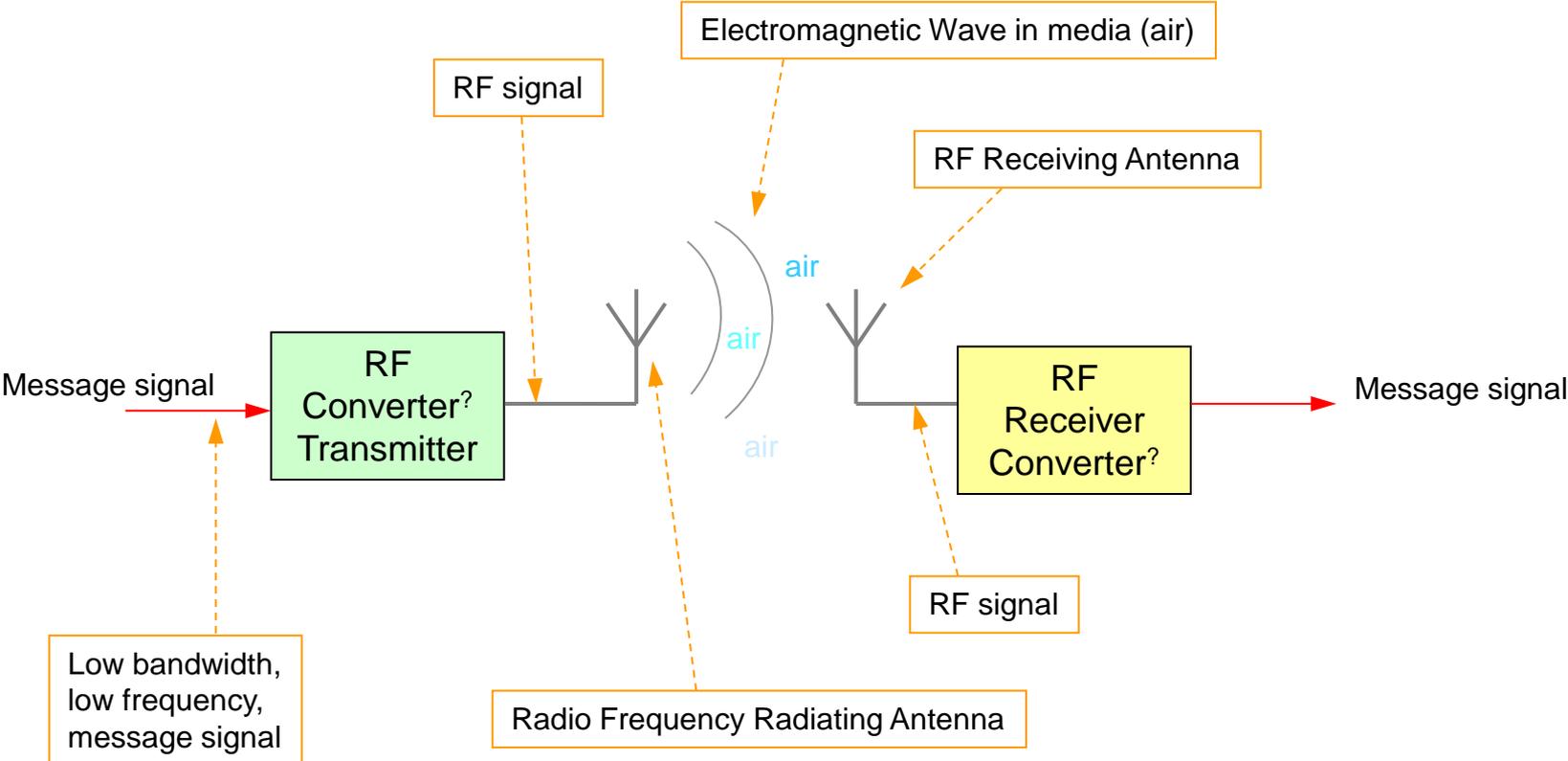
If there are finite number of phase values, it is called Phase Shift Keying (**PSK**)

Vary this with the message signal, you get Frequency Modulation (**FM**)

If there are finite number of frequency values, it is called Frequency Shift Keying (**FSK**)

In AM, amount of carrier and sidebands in the frequency spectrum determines the modulation type : SSB, SSB-SC, DSB, DSB-SC, Conventional AM, VSB and their sub-types. Other modulation schemas have similar variations too.

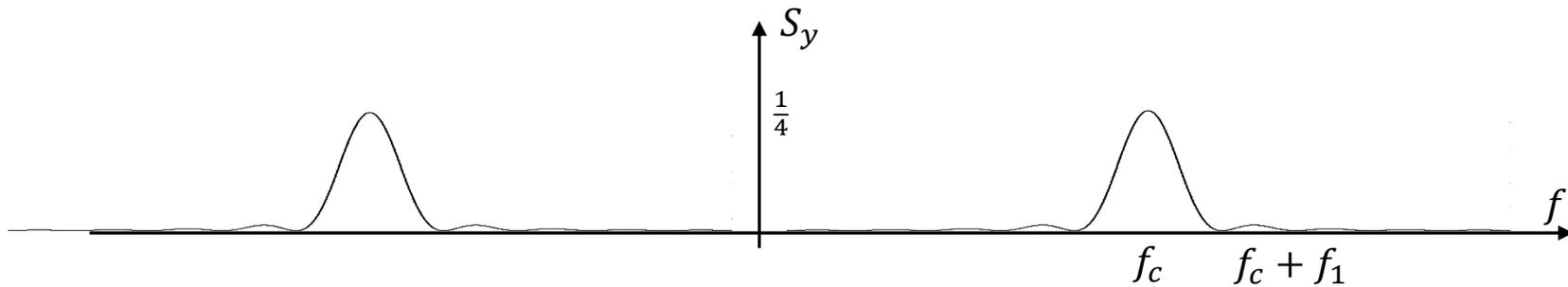
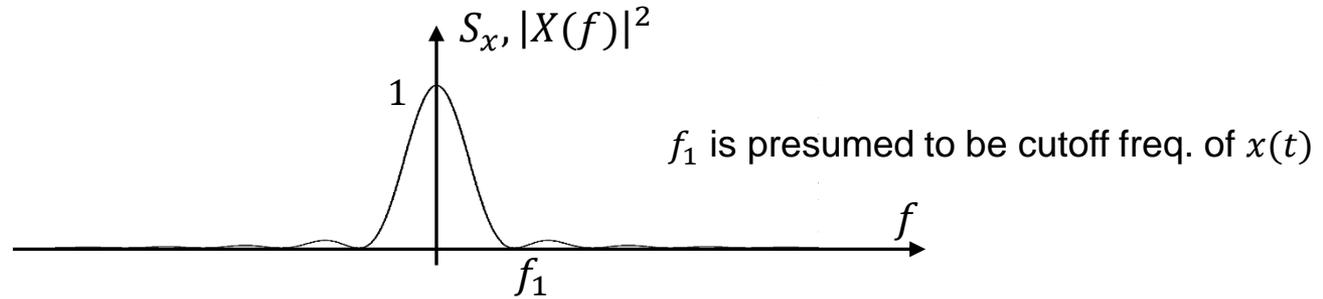
Summary of AM Transmission



Modulation property of Fourier Transform

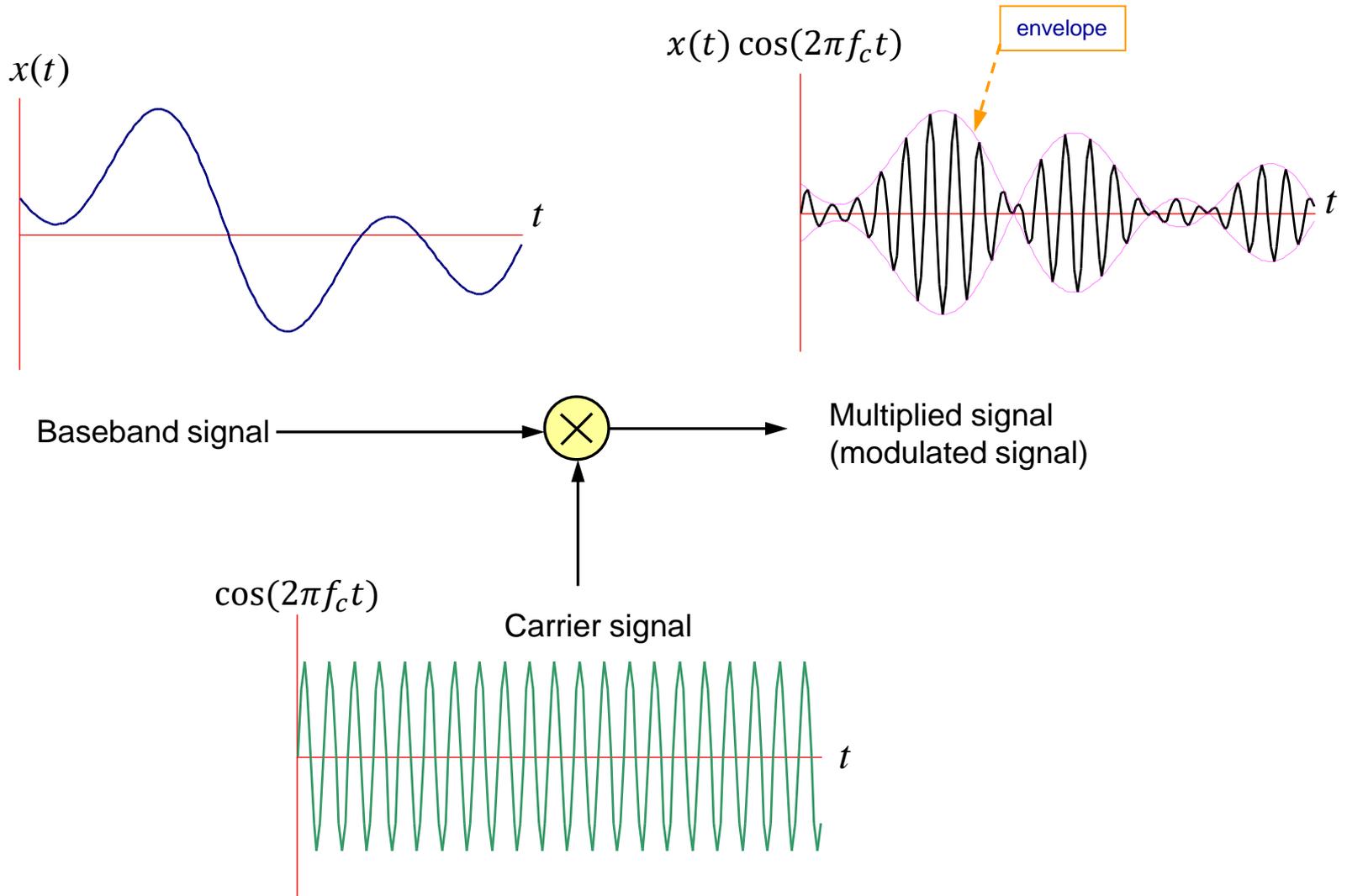
in general, if $x(t) \Leftrightarrow X(f)$ and $c(t) \Leftrightarrow C(f)$ then $x(t)c(t) \Leftrightarrow X(f) * C(f)$

specifically, if $c(t) = \cos(2\pi f_c t)$ then $x(t) \cos(2\pi f_c t) \Leftrightarrow \frac{1}{2}X(f - f_c) + \frac{1}{2}X(f + f_c)$



$\cos(2\pi f_c t)$ is called the **carrier signal** or **carrier**. f_c is called **carrier frequency**

In time domain with a bandlimited signal



Example : Find/draw $\mathcal{F}\{x(t) \cos(2\pi f_c t)\}$ for $x(t) = \sin(2\pi f_m t)$ where $f_c \gg f_m$

Solution $X(f) = \mathcal{F}\{\sin(2\pi f_m t)\} = \frac{j}{2}(\delta(f + f_m) - \delta(f - f_m))$

$$Y(f) = \mathcal{F}\{x(t) \cos(2\pi f_c t)\} = \frac{1}{2}X(f + f_m) + \frac{1}{2}X(f - f_m)$$

$$Y(f) = \underbrace{\frac{j}{2}\delta(f - f_c + f_m)}_{\text{I}} - \underbrace{\frac{j}{2}\delta(f - f_c - f_m)}_{\text{II}} + \underbrace{\frac{j}{2}\delta(f + f_c + f_m)}_{\text{III}} - \underbrace{\frac{j}{2}\delta(f + f_c - f_m)}_{\text{IV}}$$

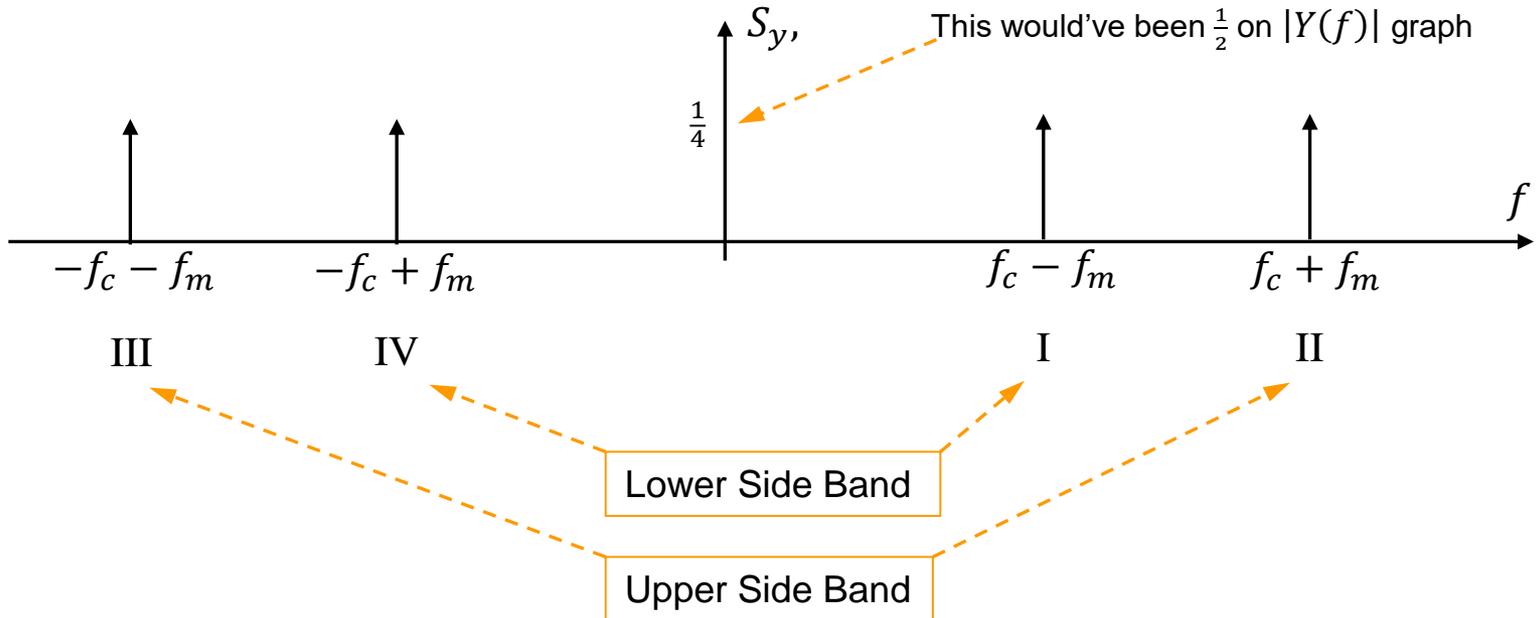
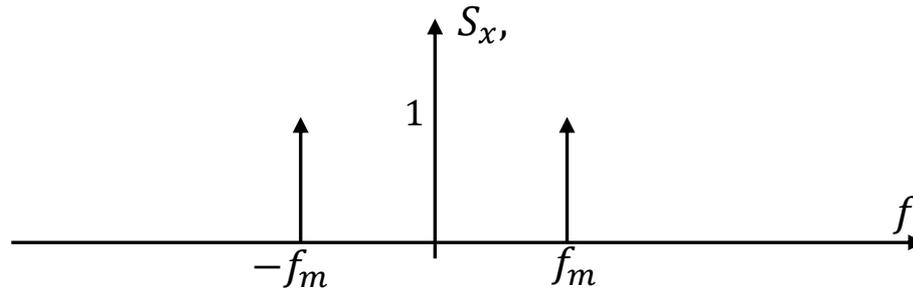
$$\text{I} + \text{IV} = \frac{j}{2}\delta(f - f_c + f_m) - \frac{j}{2}\delta(f + f_c - f_m) \Leftrightarrow -\frac{1}{2}\sin(2\pi(f_c - f_m)t)$$

lower frequency components

$$\text{II} + \text{III} = \frac{j}{2}\delta(f + f_c + f_m) - \frac{j}{2}\delta(f - f_c + f_m) \Leftrightarrow \frac{1}{2}\sin(2\pi(f_c + f_m)t)$$

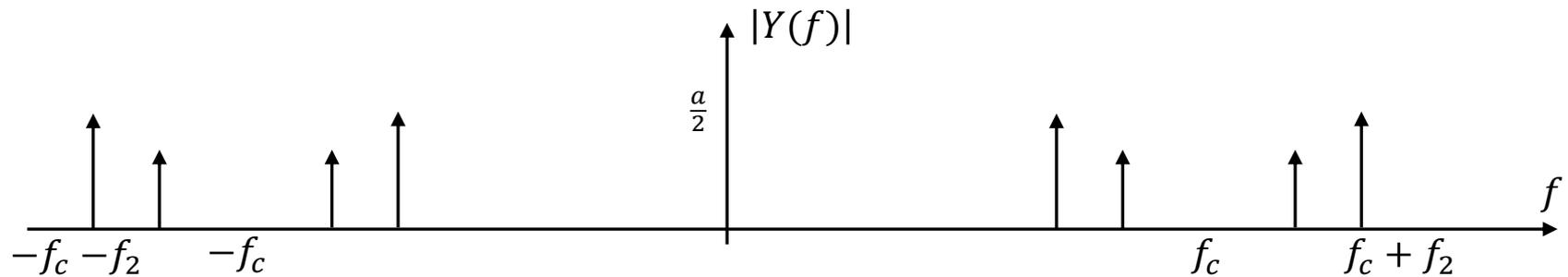
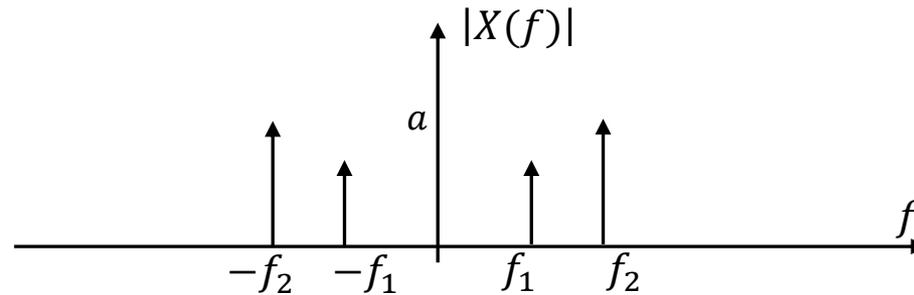
upper frequency components

Entire signal $y(t) = \frac{1}{2}\sin(2\pi(f_c + f_m)t) - \frac{1}{2}\sin(2\pi(f_c - f_m)t)$



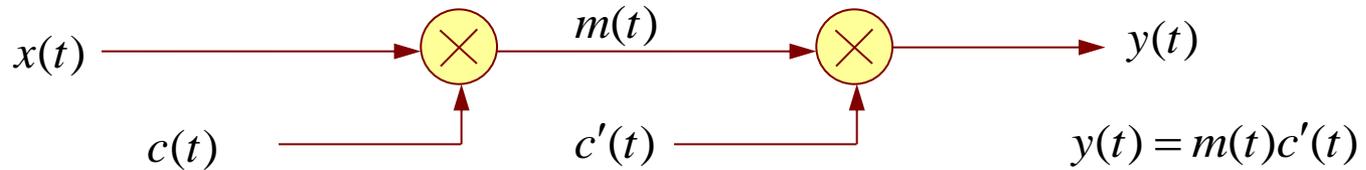
Example : Find the modulated signal $m(t)$ and its Fourier spectrum for

$$x(t) = A_1 \cos(2\pi f_1 t) + A_2 \cos(2\pi f_2 t + \varphi) \quad \text{and} \quad c(t) = A_c \cos(2\pi f_c t)$$



corollary : duplicate the spectrum at f_c and $-f_c$ in order to find the resulting spectrum

Let us apply the same multiplication operation on the modulated signal $m(t)$



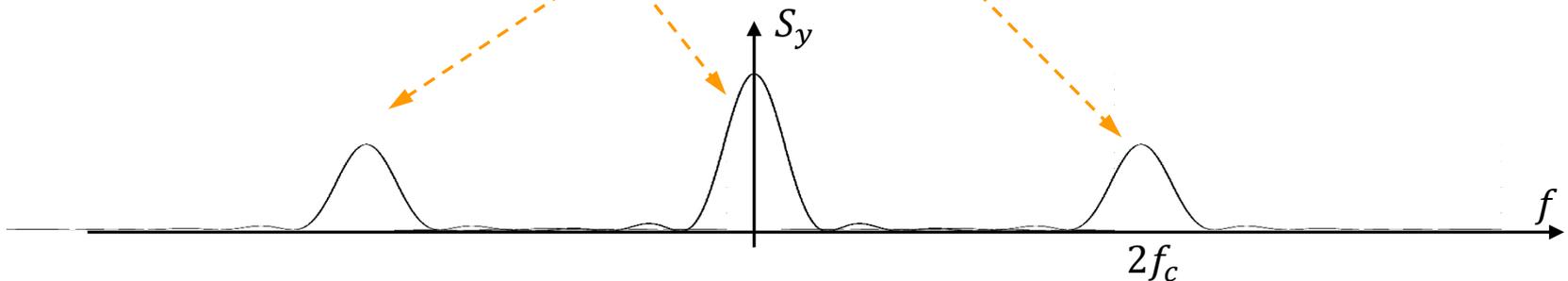
$$m(t) = x(t)c(t)$$

if $c(t) = A_c \cos(2\pi f_c t)$ and $c'(t) = A'_c \cos(2\pi f_c t)$

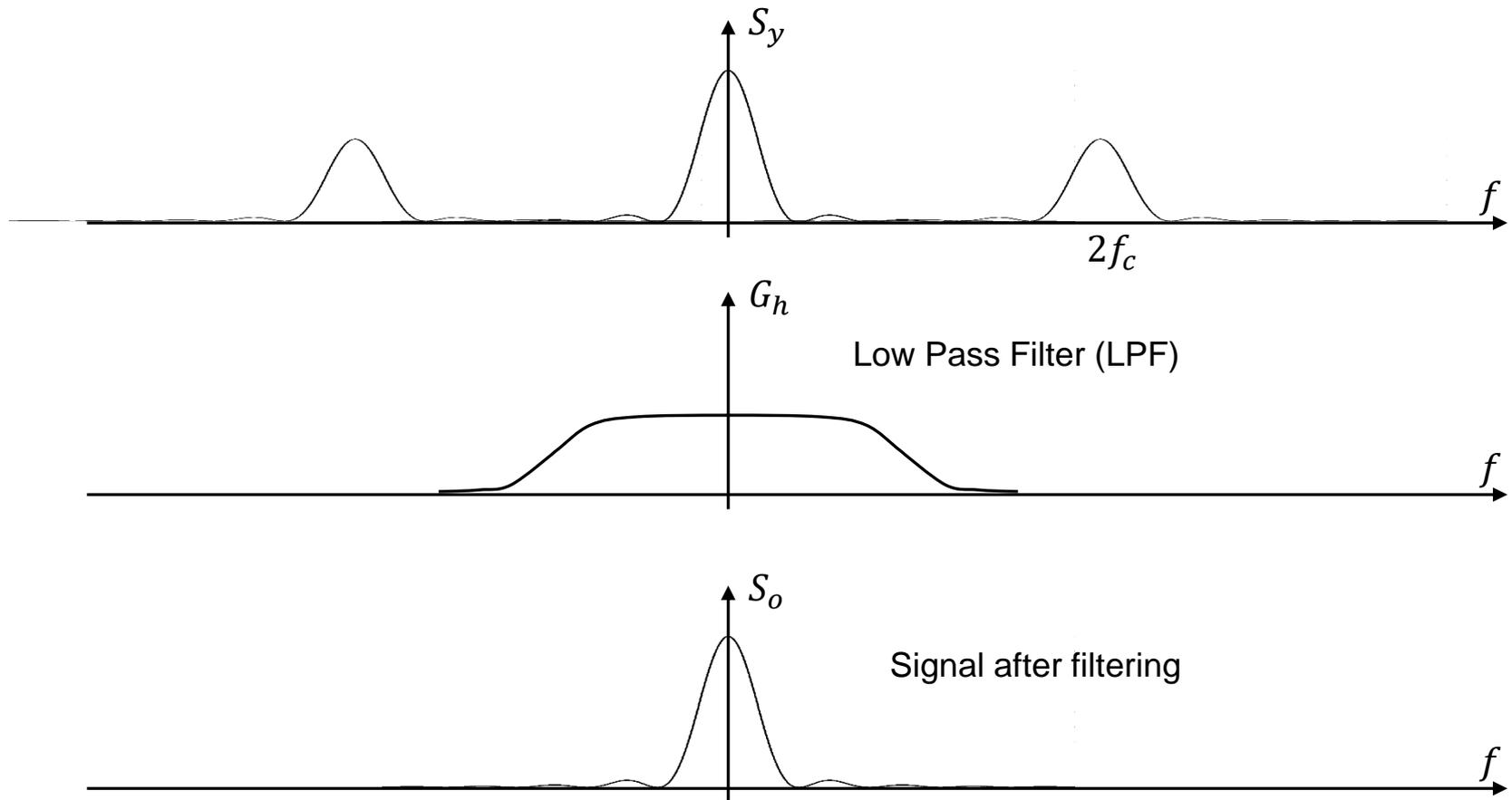
then $y(t) = x(t)A_c A'_c \cos^2(2\pi f_c t)$

(using $\cos^2(u) = (1 + \cos(2u))/2$)

$$y(t) = \frac{1}{2}A_c A'_c (x(t) + \underline{x(t)\cos^2(2\pi f_c t)})$$

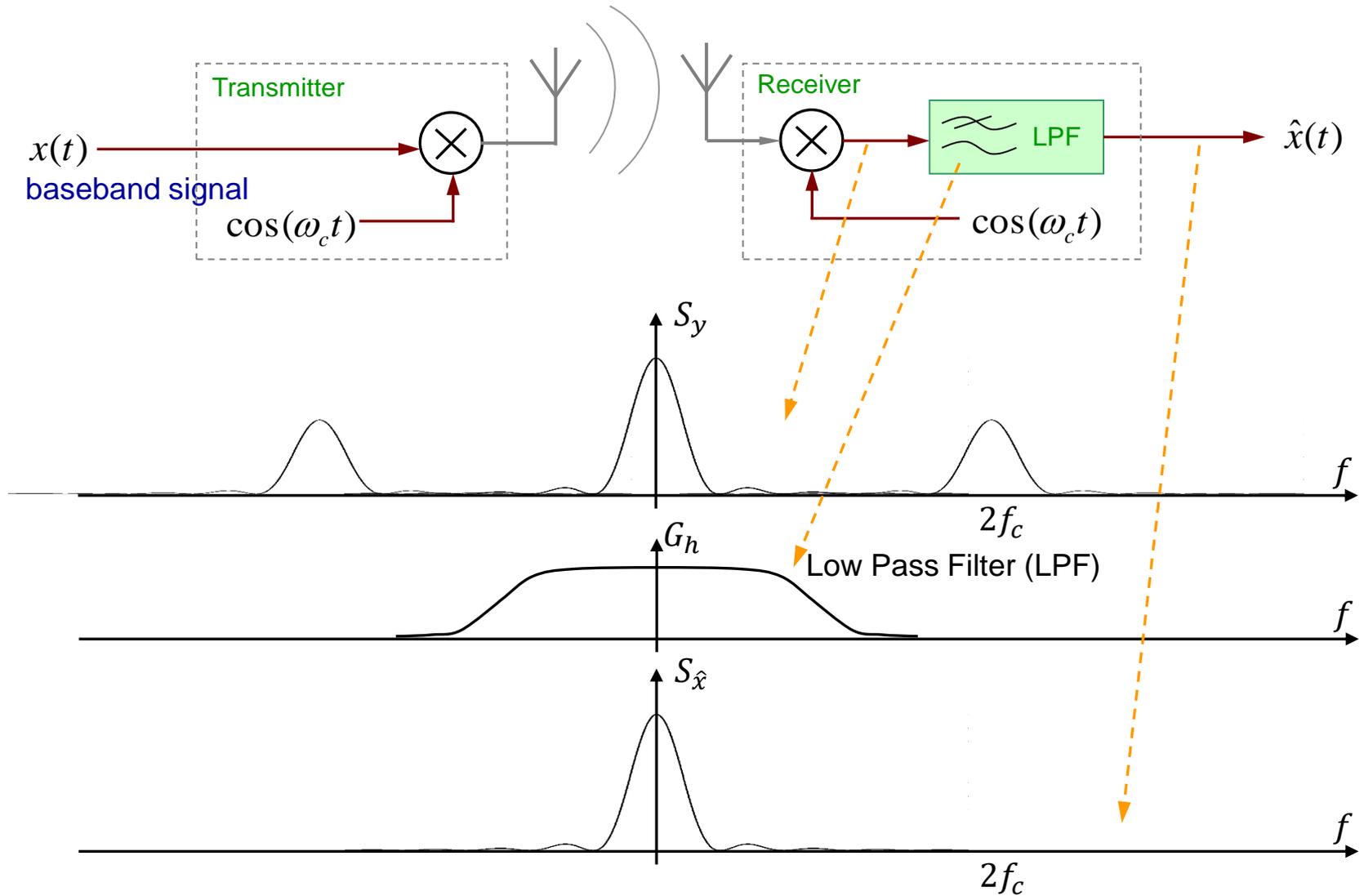


We can now filter/remove unwanted HF components and obtain $x(t)$



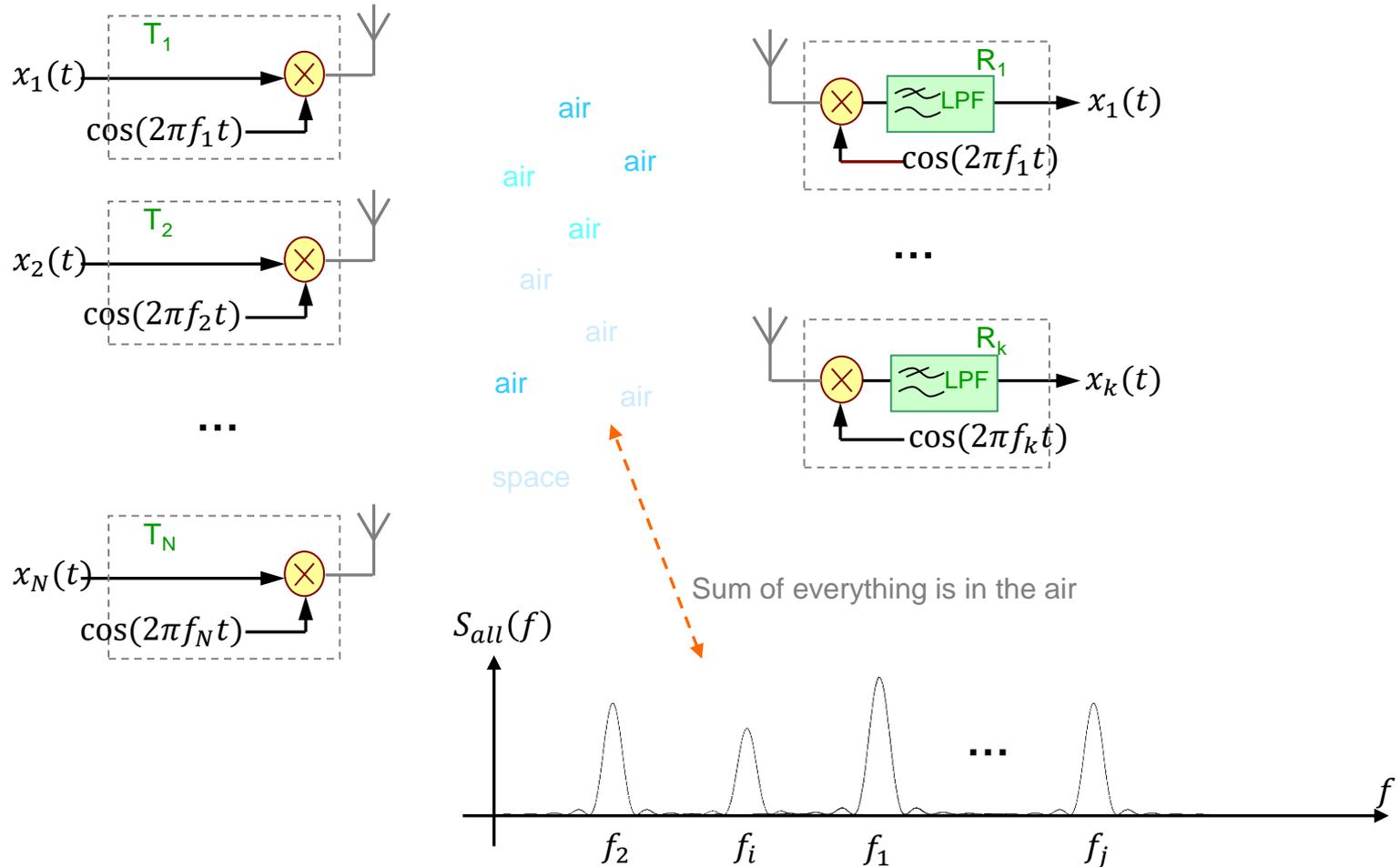
The Problem to Solve Now : How do we obtain the original carrier at the receiver side?

Summary, so far



This is called **synchronous demodulation**

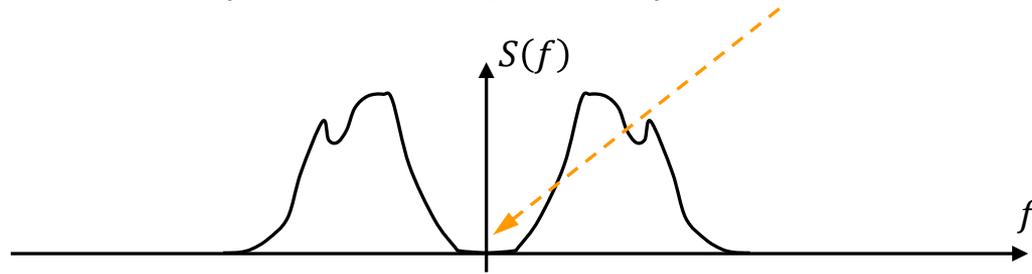
Multiple Transmitters and Receivers



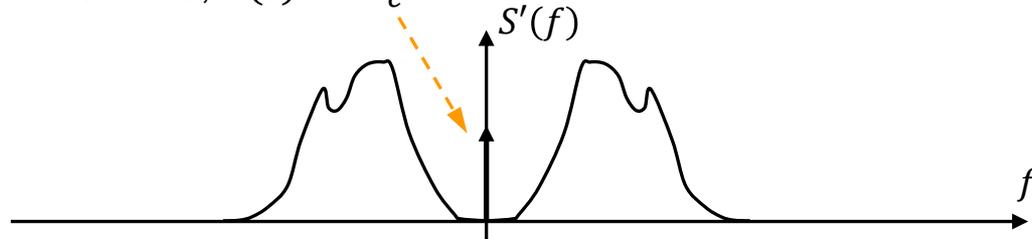
Each receiver can adjust its own center frequency to pick up anyone of the signals

Problem is : how to create $\cos(2\pi f_c t)$ at the receiver in phase with the transmitter oscillator

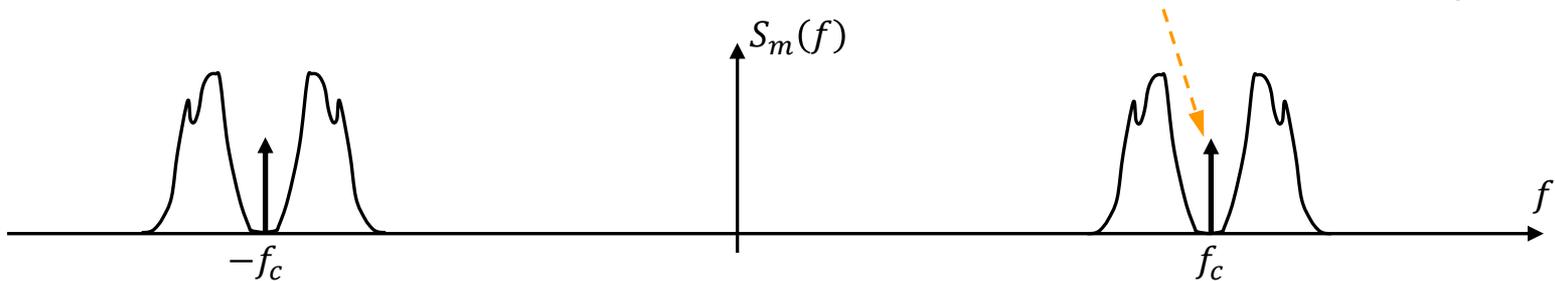
Now, let us assume that $|X(f)|$ has no component at $f = 0$ (no DC) and near (like voice signal)



So that we can add a DC value; $x(t) + m_c$

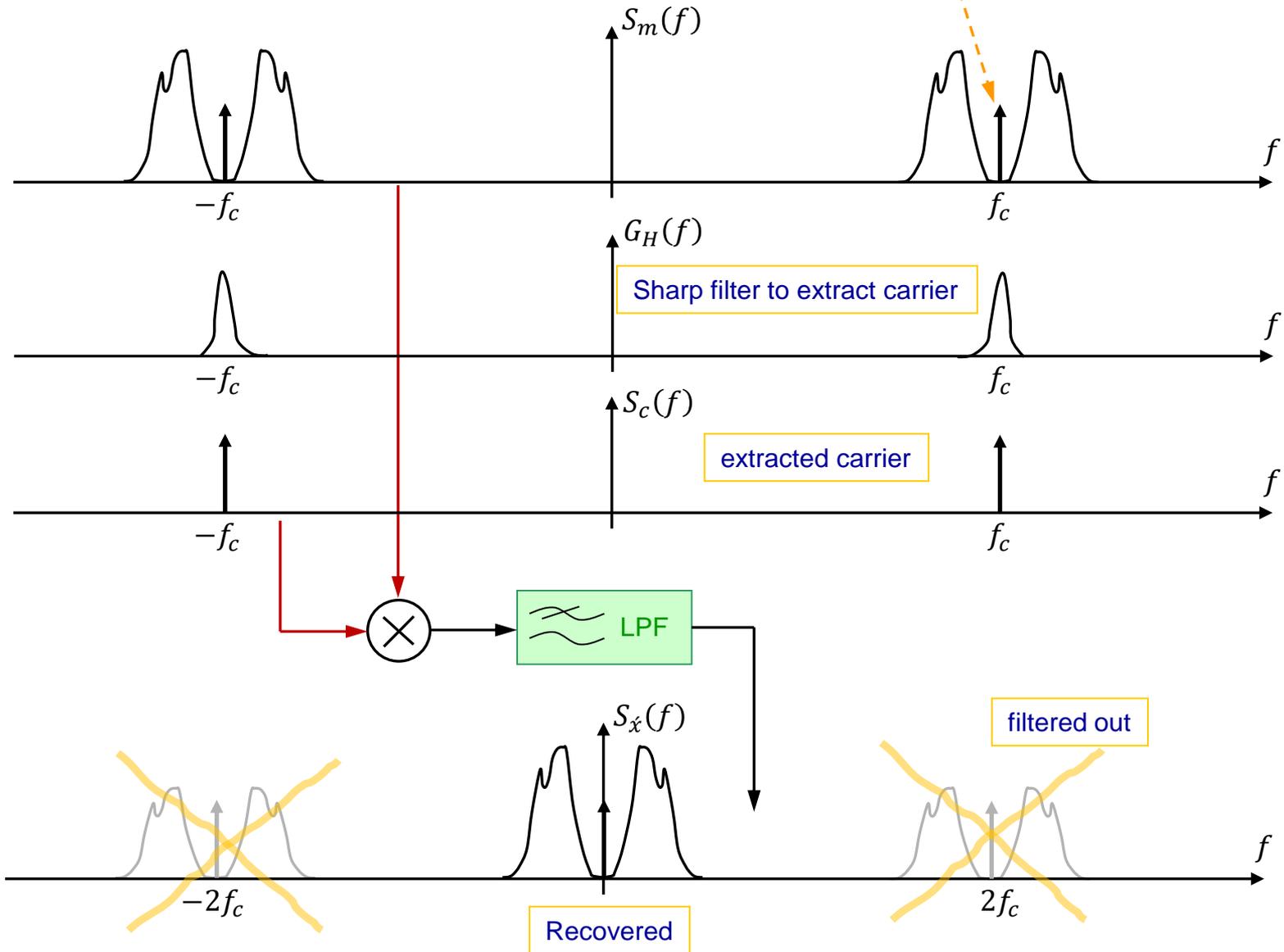


So that, when it modulates the carrier, we would have some carrier in the output signal

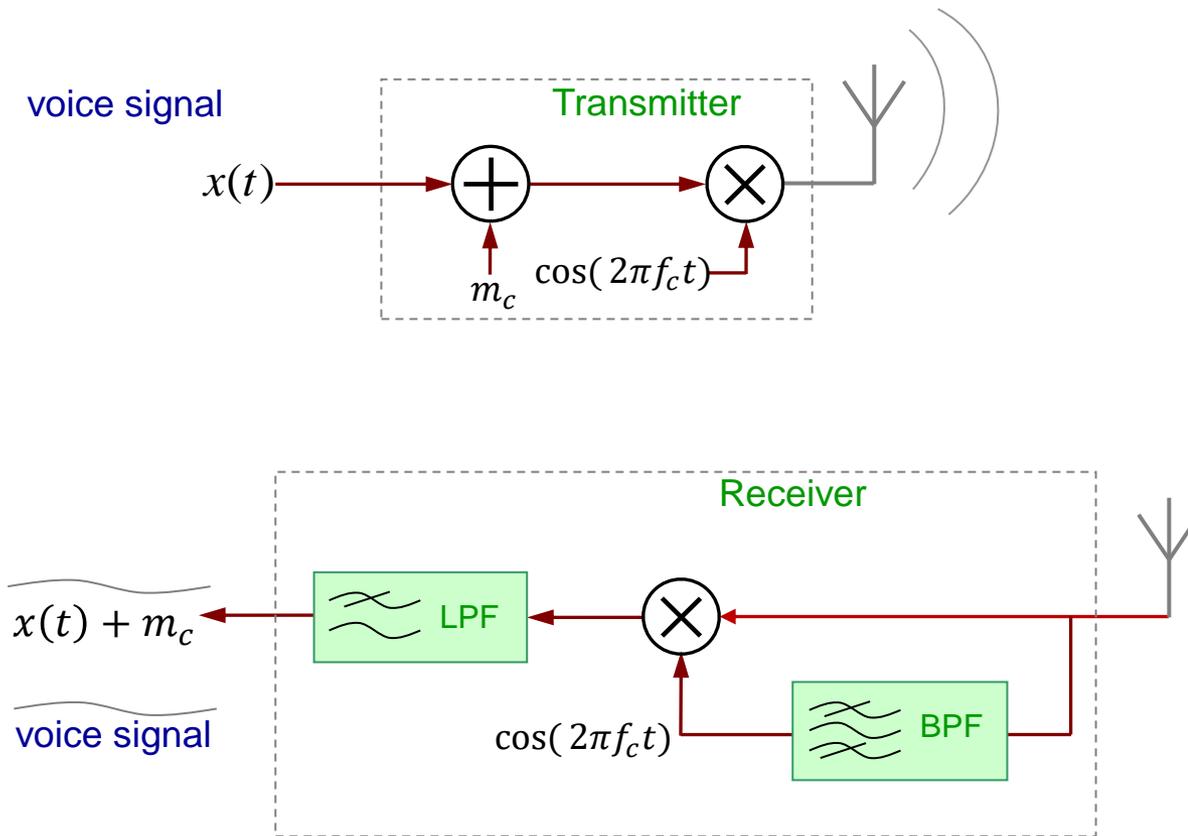


which can be extracted at the receiver to obtain a synchronous carrier

Synchronous demodulation is easier now since we have a carrier signal to extract and use

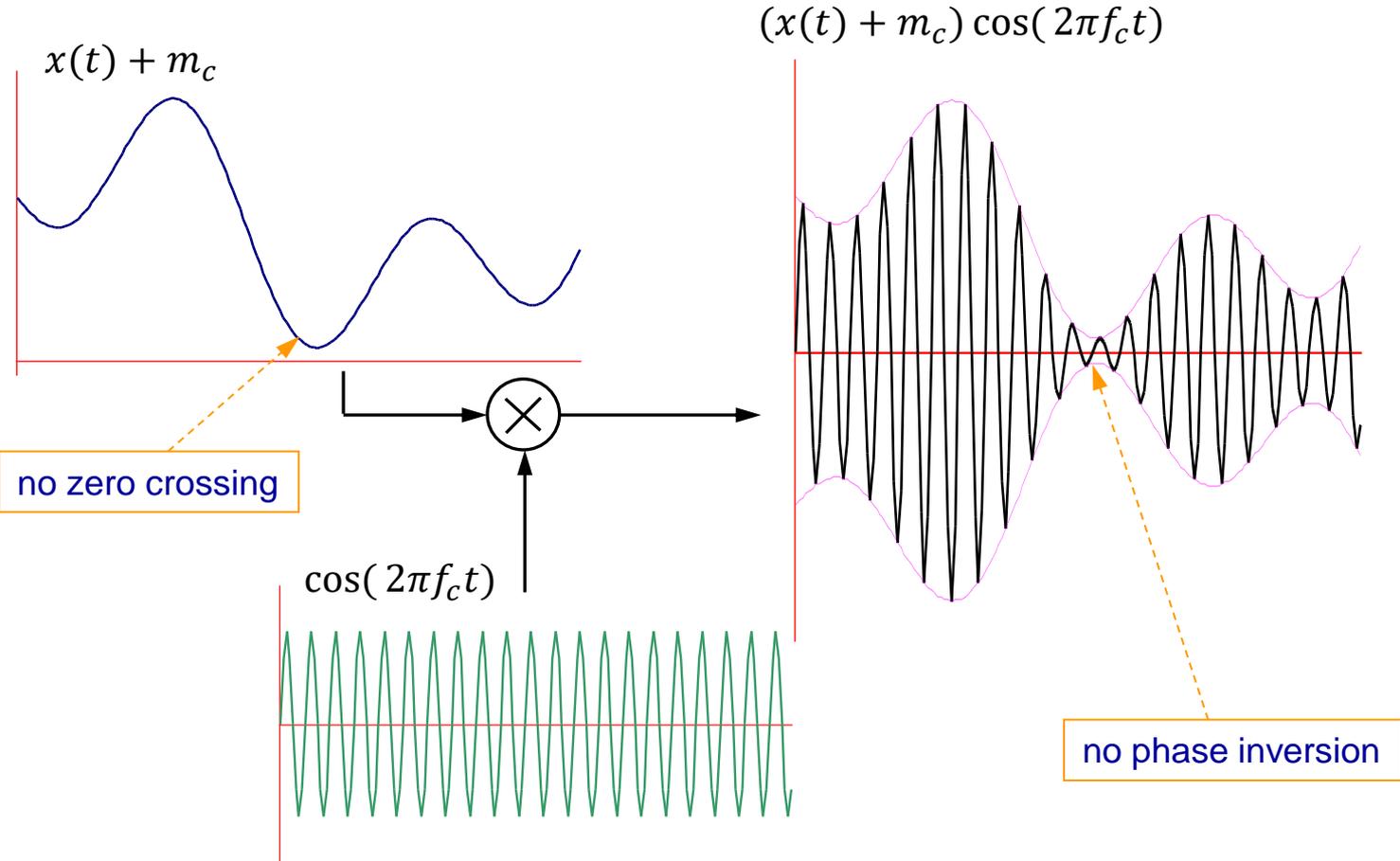


Summary, so far (simplest synchronous radio transmission/reception)



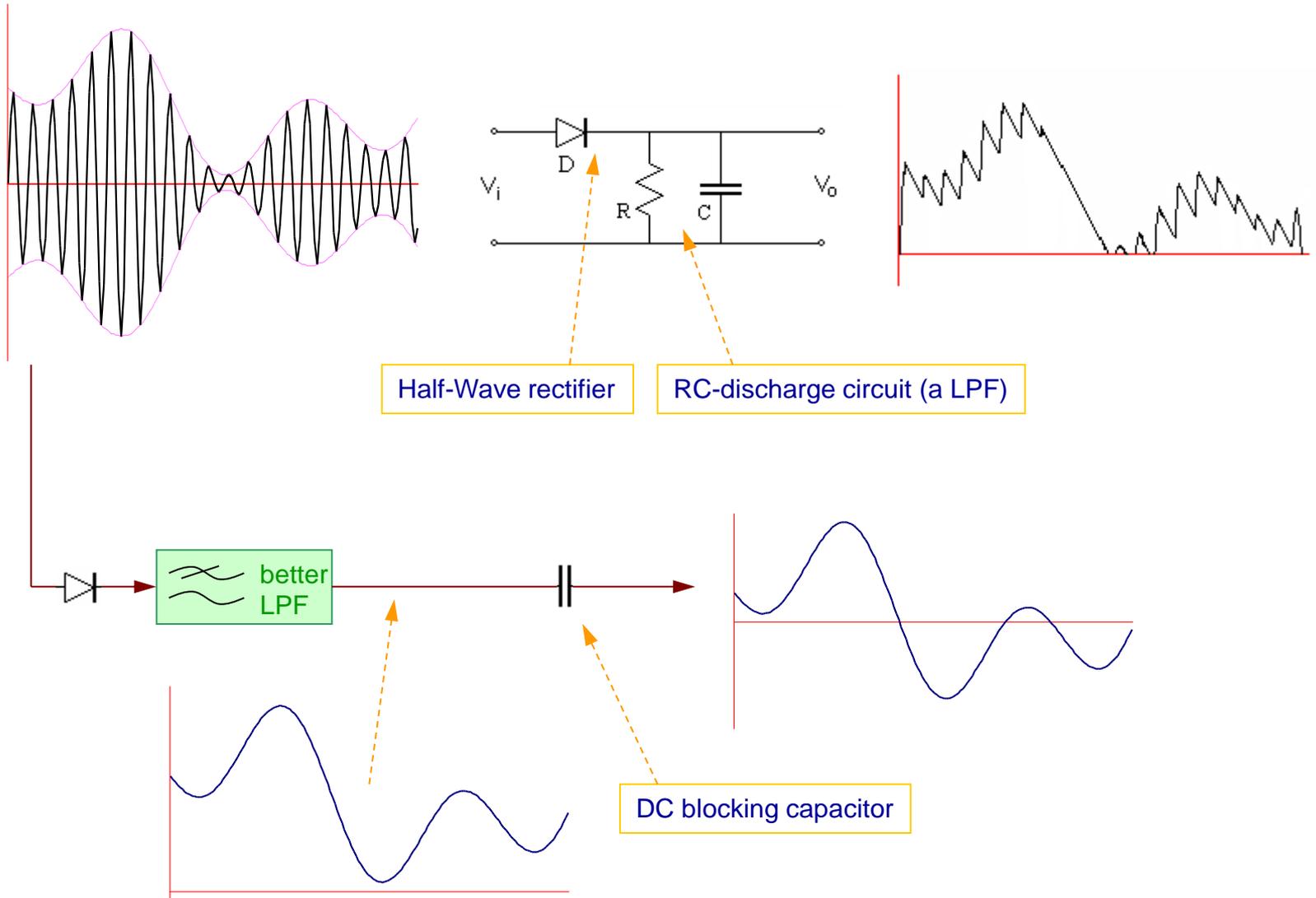
We should remove DC component too, using ...

What if we add enough DC so that the sum $x(t) + m_c$ is always positive?



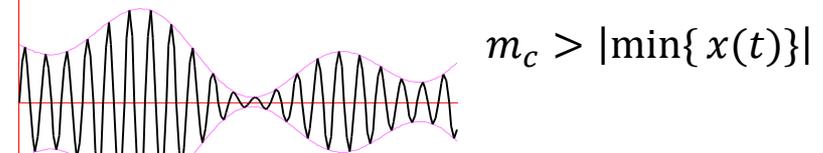
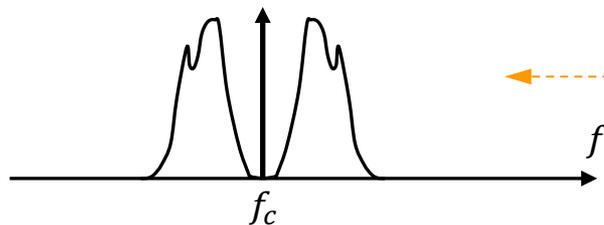
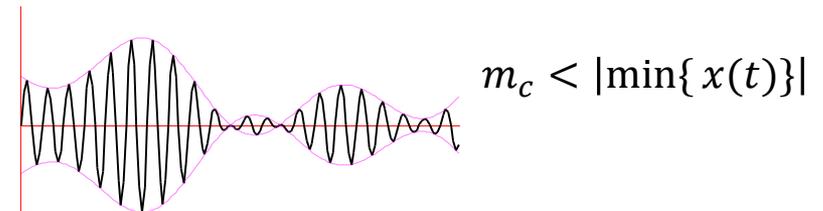
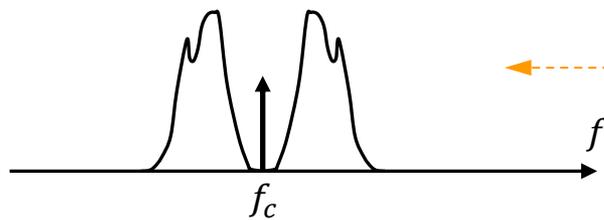
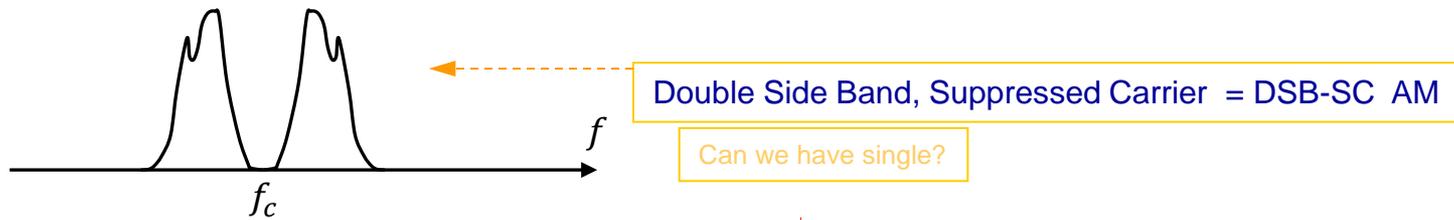
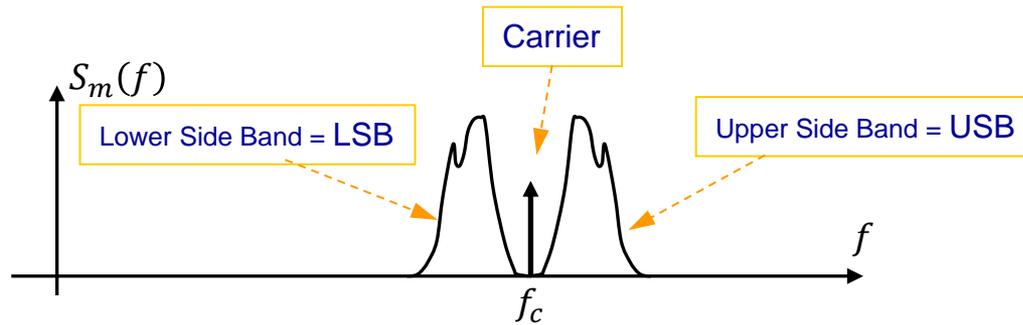
Synchronous demodulation is still possible, but we can do another thing...

Another Way to Demodulate AM Signal



Note : Better LPF may not be enough. Much higher carrier frequency than illustrated would clearly improve the performance

We notice that normal AM signal carries the same information twice



Conventional Amplitude Modulation

In general $y(t) = A(1 + a_m x_n(t)) \cos(\omega_c t + \varphi)$



$$x_n(t) = \frac{x(t)}{\max|x(t)|} \quad \text{so that} \quad -1 < x_n(t) < 1$$

or

$$y(t) = K(m_c + x(t)) \cos(\omega_c t + \varphi)$$

in order for $x(t) + m_c > 0$ $m_c > |\min\{x(t)\}|$

$$a_m = \frac{|\min\{x(t)\}|}{m_c} \quad \text{larger } a_m \text{ smaller carrier power to signal power ratio}$$

Carrier Power $P_c = \text{mean square of } m_c \cos(2\pi f_c t) = \frac{m_c^2}{2}$

Sideband Power $P_s = \text{mean square of } x(t) \cos(2\pi f_c t) = \frac{1}{2} \overline{x^2(t)}$ mean square of $x(t) = \frac{1}{2} \overline{x^2(t)}$

Power of a single sideband $P_U = P_L = \frac{1}{4} \overline{x^2(t)}$

Total Power $P_T = P_s + P_c = \frac{1}{2} (m_c^2 + \overline{x^2(t)})$

define $\eta = \frac{P_s}{P_s + P_c} (\times 100) = \frac{\overline{x^2(t)}}{m_c^2 + \overline{x^2(t)}} (\times 100)$ as efficiency

for pure sinusoidal message signal $x(t) = a_m m_c \cos(\omega_m t)$ $\overline{x^2(t)} = \frac{(a_m m_c)^2}{2}$

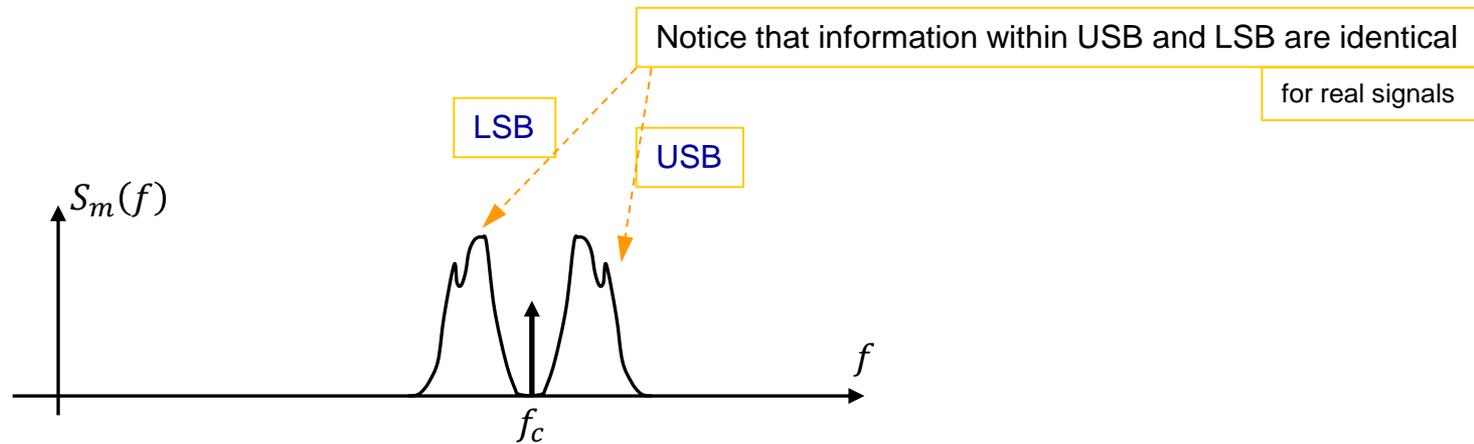
and $\eta = \frac{a_m^2}{2 + a_m^2} (\times 100)$, $a_m \leq 1$

at $a_m = 1$ (best case) $\eta = \eta_{\max}$

For conventional AM two thirds of power is wasted at best. That is, if we want to send 1 then we have to spend additional 2. So, why do we use conventional AM instead of other versions of AM (DSB-SC for example)?

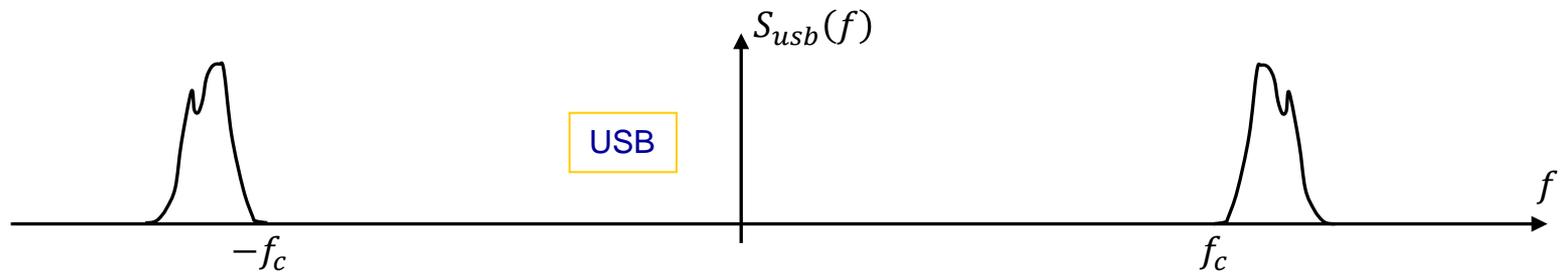
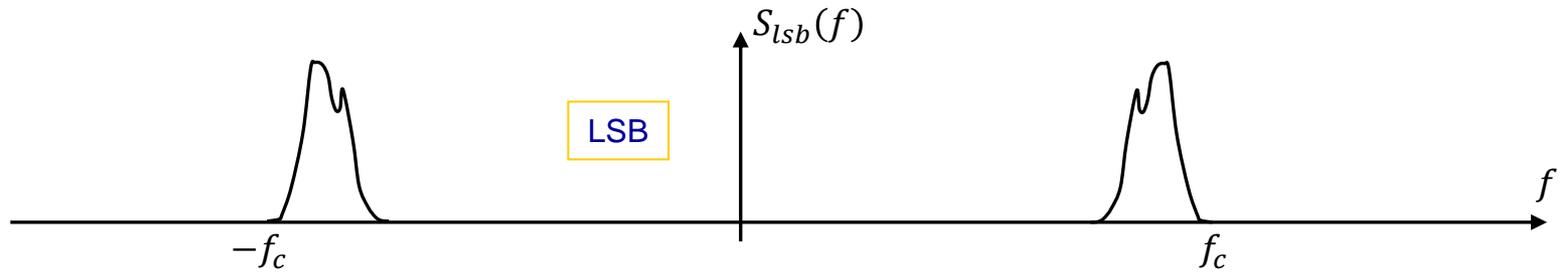
Question : Why do we use conventional AM instead of other versions of AM (DSB-SC for example) even though we know the power disadvantage ?

Simple Answer : Receiver is simpler and cheaper (explain)



Then, is it enough to transmit only one side to **save power** (and have the info transmitted of course)?

Single Side Band Suppressed Carrier AM



The power advantages are obvious. The question is; **how** do we generate these **SSB-SC AM** signals?

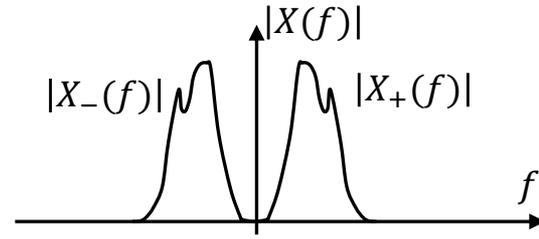
Let us assume that $x(t) = x_-(t) + x_+(t)$

so that $x_-(t) = x_+^*(t)$

It can be written that $x_-(t) = \frac{1}{2}[x(t) - jx_h(t)]$

and $x_+(t) = \frac{1}{2}[x(t) + jx_h(t)]$

$$jx_h(t) \Leftrightarrow X(f) \operatorname{sgn}(f)$$



$$X_+(f) = X(f)U(f)$$

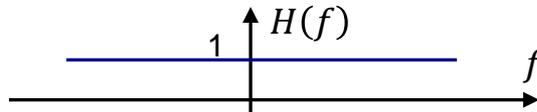
$$X_+(f) = \frac{1}{2}X(f) + \frac{1}{2}X(f) \operatorname{sgn}(f)$$

$$\text{or } X_h(f) = -jX(f) \operatorname{sgn}(f)$$

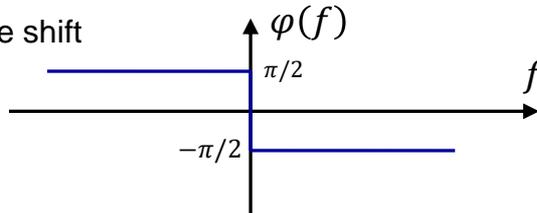
We know that (from tables) $\frac{j}{\pi t} \Leftrightarrow \operatorname{sgn}(f)$ and $\mathcal{F}\{x(t) * y(t)\} = X(f)Y(f)$ (convolution)

Hilbert Transform

$$x_h(t) = \mathcal{F}^{-1}\{-jX(f) \operatorname{sgn}(f)\} = \frac{1}{\pi} \int_{-\infty}^{\infty} \frac{x(\alpha)}{t - \alpha} d\alpha$$



ideal $\pi/2$ phase shift



$$y_{\text{USB}}(t) = A_c x(t) \cos(\omega_c t) - A_c \hat{x}(t) \sin(\omega_c t)$$

$$y_{\text{LSB}}(t) = A_c x(t) \cos(\omega_c t) + A_c \hat{x}(t) \sin(\omega_c t)$$

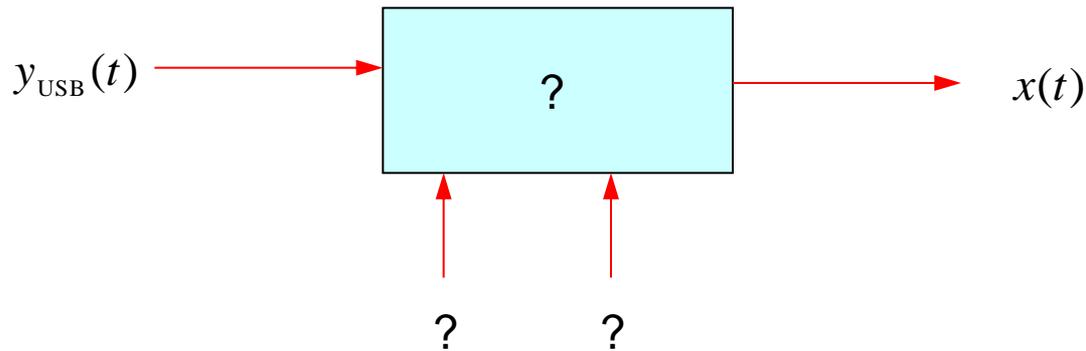
Example : Find $y_{USB}(t)$ for $x(t) = \cos(2\pi f_m t)$ where $f_c \gg f_m$

Solution $\hat{x}(t)$ is 90 degrees phase shifted version of $x(t)$ So $\hat{x}(t) = \sin(2\pi f_m t)$

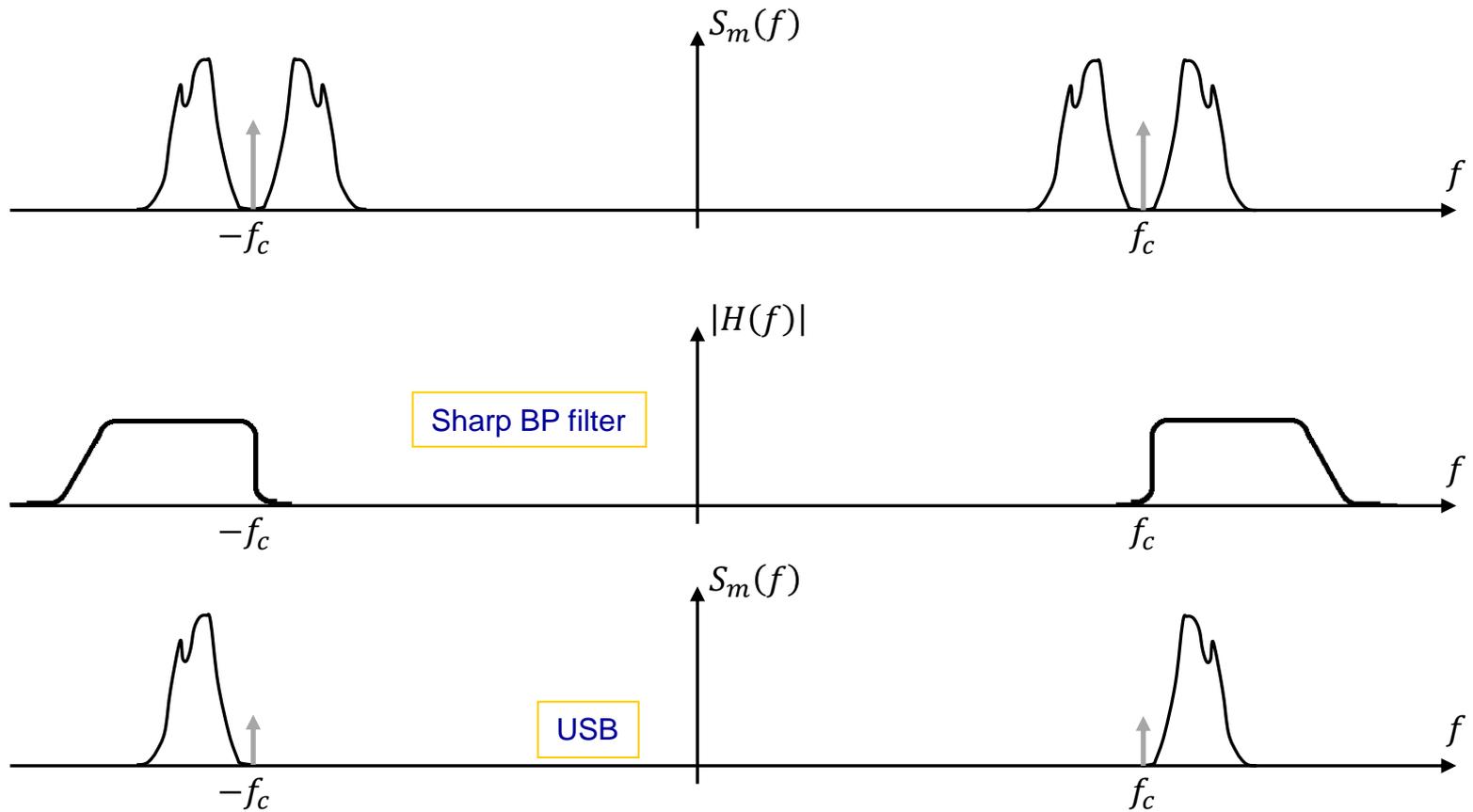
$$y_{USB}(t) = A_c \cos(2\pi f_m t) \cos(2\pi f_c t) - A_c \sin(2\pi f_m t) \sin(2\pi f_c t)$$

$$y_{USB}(t) = A_c \cos(2\pi(f_c + f_m)t) \quad \text{and} \quad y_{LSB}(t) = A_c \cos(2\pi(f_c - f_m)t)$$

Homework How can we demodulate SSB-AM signals?



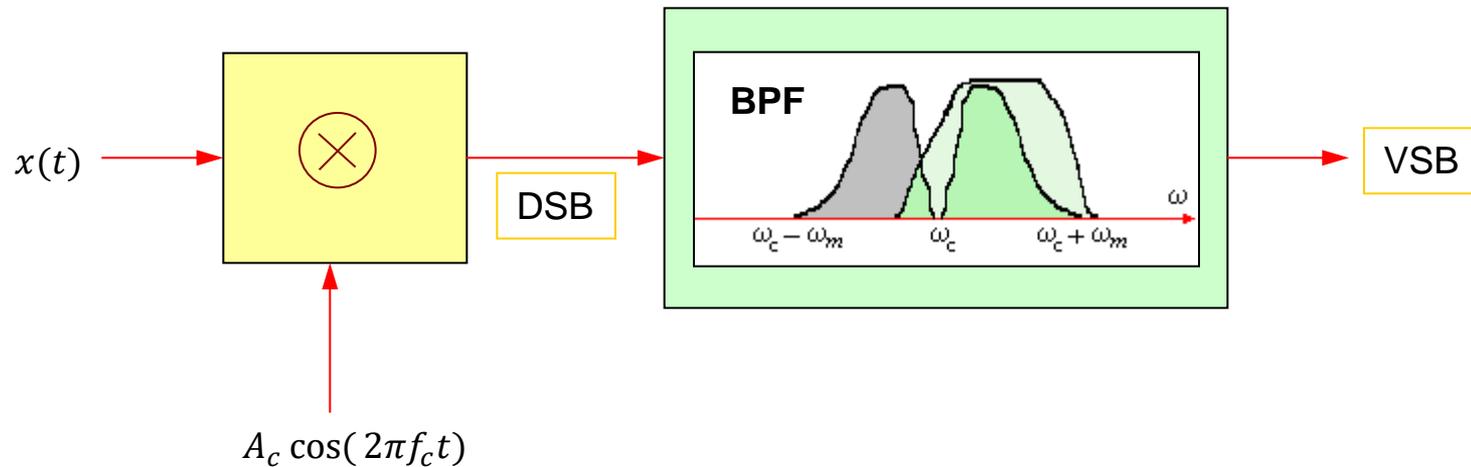
Another way to generate SSB



We need to have very sharp (at least on one cut-off) filters to achieve this.!

VSB : Vestigial Side Band

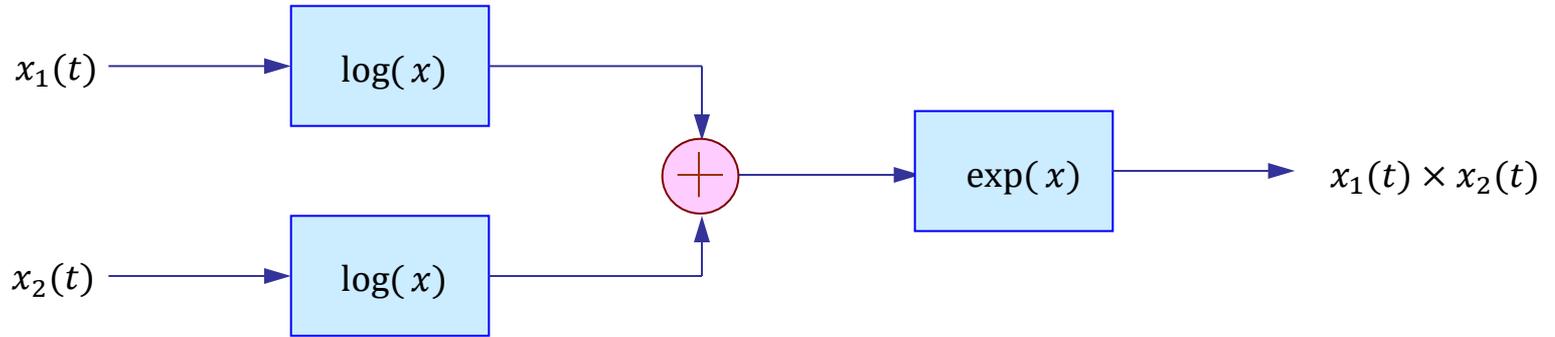
Instead we can allow a little bit of other sideband to pass; which means a relaxed version of the filter (cheaper)



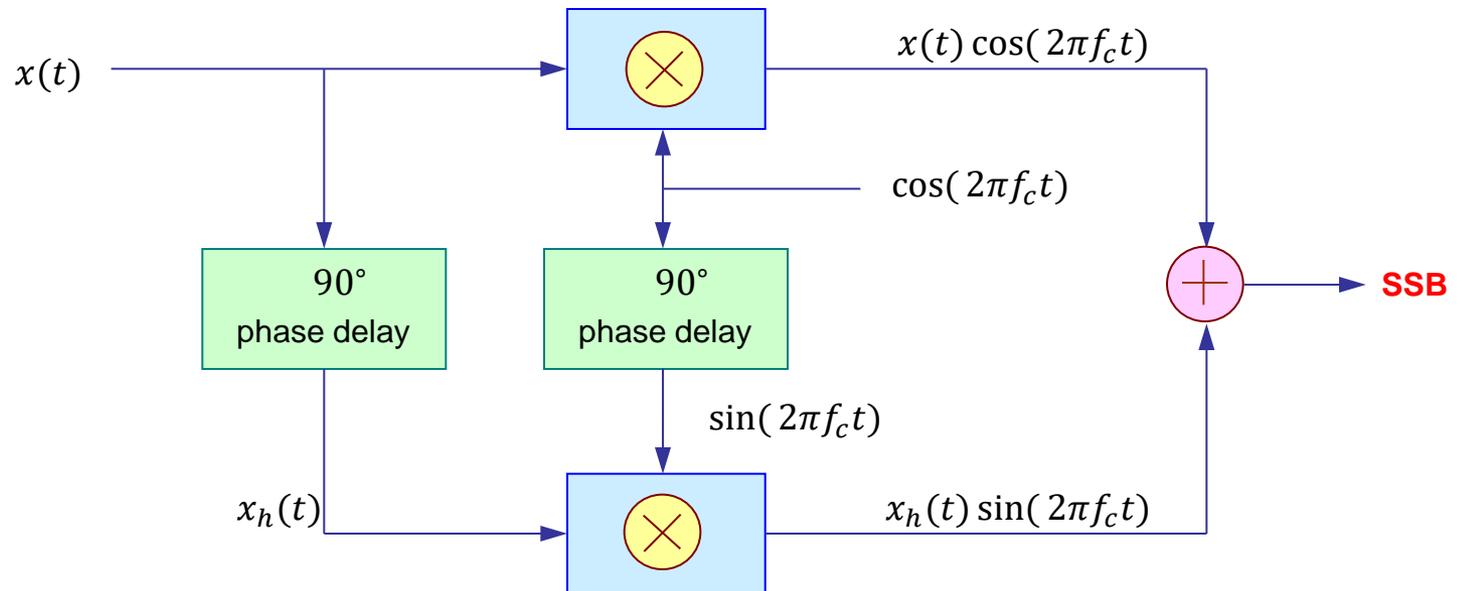
VSB – AM is used in modulation of analog monochrome television picture signals
modulation of analog color television picture/color signals is another story

Use of Nonlinear Circuits to Realize Multiplication

(Since Multiplication cannot be realized by Linear Circuits)



Generation of SSB



Example : Draw $y(t) = (x(t) + m_c) \cos(2\pi f_c t)$

for $m_c = 0$, $m_c = 2$ and $m_c = 1$

if the binary message signal is given as shown below.

Assume that carrier has high enough frequency that at least 3 cycles fit into a binary period.

A binary message signal plot showing a sequence of bits: 0, 1, 0, 1, 1, 1, 0, 0. The signal is a square wave with a period of 1 unit for each bit. The amplitude is 1 for a '1' and -1 for a '0'. The signal is plotted on a coordinate system with a horizontal axis representing time and a vertical axis representing amplitude, ranging from -1 to 1. Vertical green lines mark the boundaries of each bit period.

Plot of the modulated signal $y(t) = (x(t) + m_c) \cos(2\pi f_c t)$ for $m_c = 0$. The signal is a high-frequency cosine wave whose amplitude is constant at 1 for the duration of each bit period. The signal is plotted on a coordinate system with a horizontal axis representing time and a vertical axis representing amplitude, ranging from -1 to 1. Dashed lines indicate the bit boundaries.

Plot of the modulated signal $y(t) = (x(t) + m_c) \cos(2\pi f_c t)$ for $m_c = 2$. The signal is a high-frequency cosine wave whose amplitude is 2 for the duration of each bit period. The signal is plotted on a coordinate system with a horizontal axis representing time and a vertical axis representing amplitude, ranging from -1 to 1. Dashed lines indicate the bit boundaries.

Plot of the modulated signal $y(t) = (x(t) + m_c) \cos(2\pi f_c t)$ for $m_c = 1$. The signal is a high-frequency cosine wave whose amplitude is 1 for the duration of each bit period. The signal is plotted on a coordinate system with a horizontal axis representing time and a vertical axis representing amplitude, ranging from -1 to 1. Dashed lines indicate the bit boundaries.

END